

FIG. 1

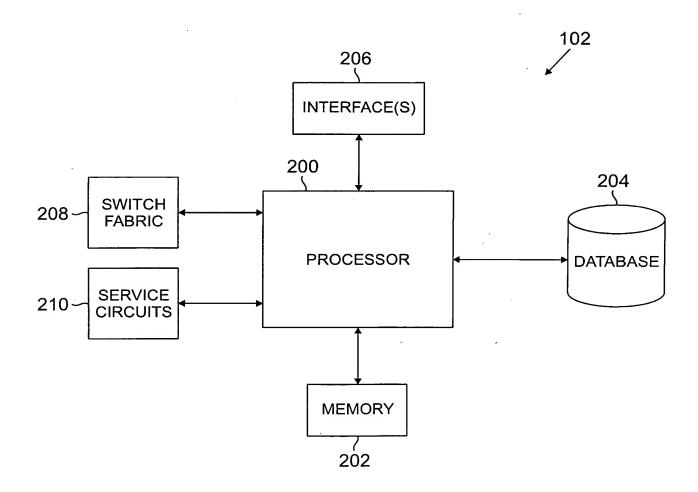
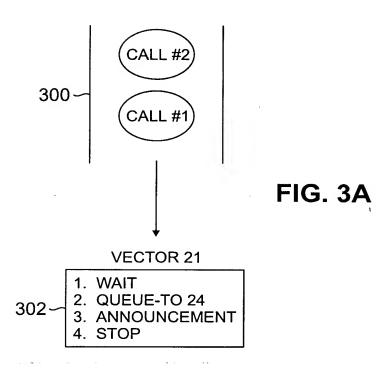
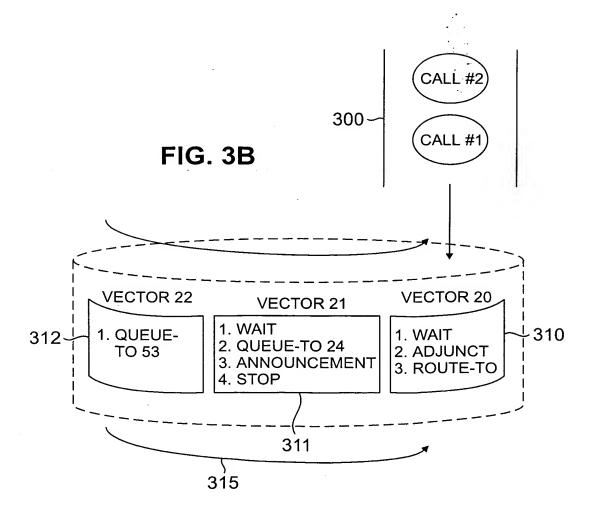


FIG. 2





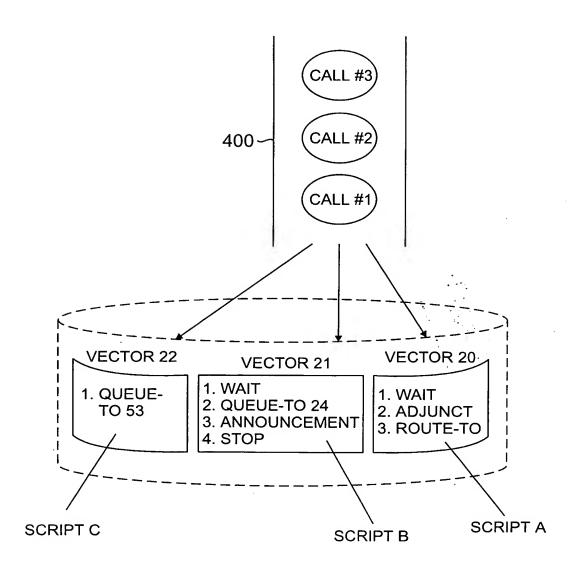


FIG. 4

#### Vector 20

- 1 wait-time 0 secs hearing ringback
- 2 consider skill 5 pri m adjust-by 0
- 3 goto step 6 if ewt for skill best = 0
- 4 consider location 1 adjust-by 0
- 5 consider location 2 adjust-by 0
- 9 queue-to best

### Vector 21

- 1 wait-time 0 secs hearing ringback
- 2 queue-to skill 5 pri m

# FIG. 5A

## display vdn 51234

#### **VECTOR DIRECTORY NUMBER**

Extension: 51234

Name: BSR LEAD

Vector Number: 20 Weight: 1
Vector Number: 21 Weight: 1
Vector Number: Weight:

Vector Number: Weight:

Vector Number: Weight:

Allow VDN Override? n

COR: 1 TN: 1

Measured: both

Acceptable Service Level (sec): 30

VDN of Origin Annc. Extension:

1st Skill:

2nd Skill:

3rd Skill:

Vector 20	Vector 21	Vector 22
1 wait-time 0 secs hearing ringback	1 wait-time 0 secs hearing ringback	1 wait-time 0 secs hearing ringba
2 consider skill 5 pri m adjust-by 0	2 consider skill 5 pri m adjust-by 0	2 queue-to skill 5 pri m
3 goto step 6 if ewt for skill best = $0$	3 goto step 6 if ewt for skill best = $0$	
4 consider location 1 adjust-by 0	4 consider location 3 adjust-by 0	
5 consider location 2 adjust-by 0	5 consider location 4 adjust-by 0	
9 queue-to best	9 queue-to best	

FIG. 6A

## display vdn 51234

#### **VECTOR DIRECTORY NUMBER**

Extension: 51234

Name: BSR LEAD

Vector Number: 20 Weight: 1
Vector Number: 21 Weight: 1
Vector Number: 22 Weight: 2
Vector Number: Weight: Vector Number: Weight:

Allow VDN Override? n

COR: 1

TN: 1

Measured: both

Acceptable Service Level (sec): 30

VDN of Origin Annc. Extension:

1st Skill:

2nd Skill:

3rd Skill:

FIG. 6B